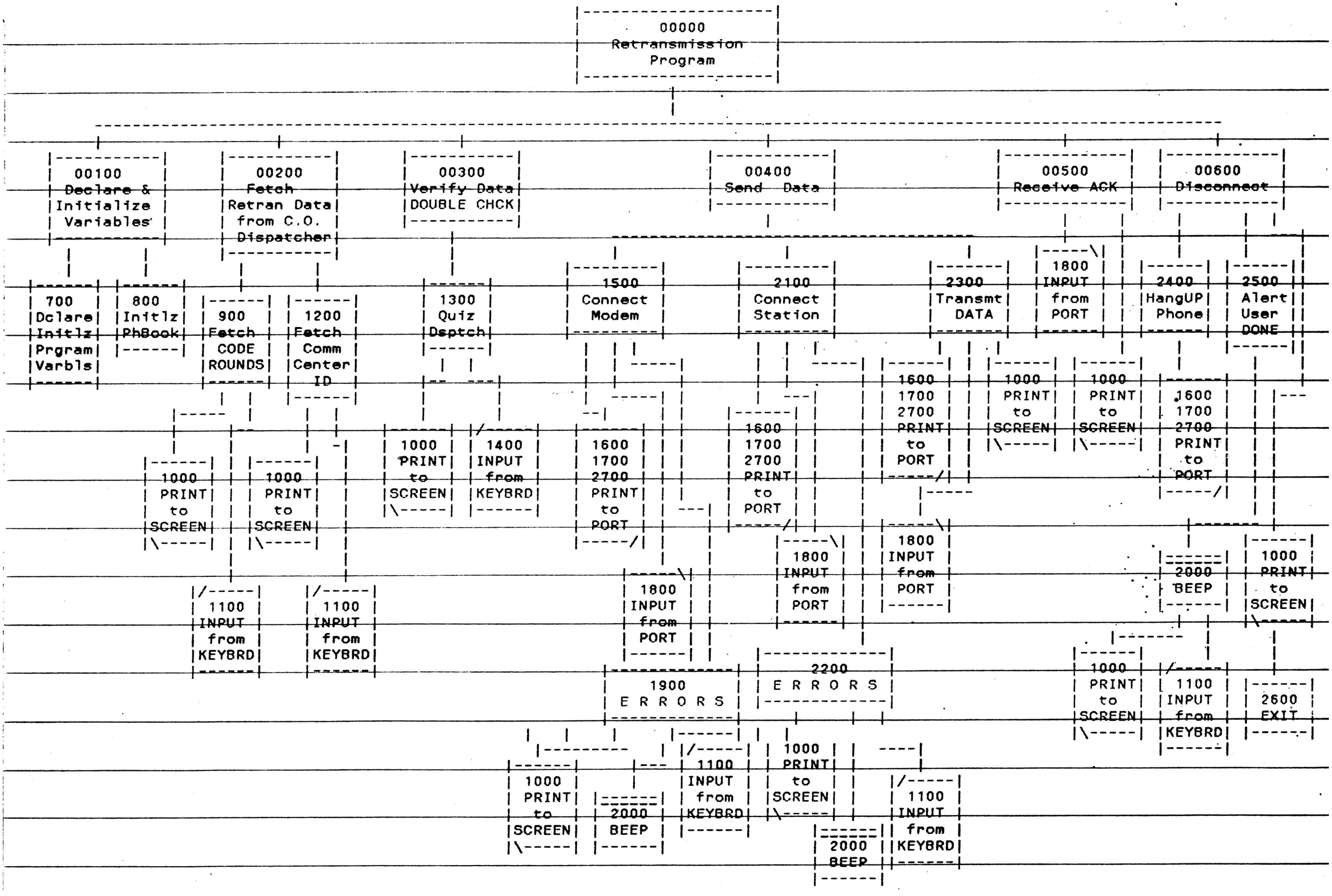

00000
Retransmission
Program
00100
Declare &
Initialize
Variables
00200
Fetch
Retran Data
from C.O.
Dispatcher
00300
Verify Data
DOUBLE CHCK
00400
Send Data
00500
Receive ACK
00600
Disconnect
700
Dclare
Initlz
Prgram
Varbls
800
Initlz
PhBook
900
Fetch
CODE
ROUNDS
1200
Fetch
Comm
Center
ID
1300
Quiz
Dsptch
1500
Connect
Modem
2100
Connect
Station
2300
Transmt
DATA
1800
INPUT
from
PORT
2400
HangUP
Phone
2500
Alert
User
DONE
1000
PRINT
to
SCREEN
1100
INPUT
from
KEYBRD
1400
INPUT
from
KEYBRD
1600
1700
2700
PRINT
to
PORT
2000
BEEP
1900
E R R O R S
2200
E R R O R S
2600
EXIT

```
0 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
1 REM
2 REM                                        GAMEWELL  TRANSMITTER  PROGRAM
3 REM
4 REM                                           B A Y    A L A R M    C O .
5 REM
6 REM                                                 by Walt Penko                                                March  1987
7 REM
8 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
9 REM
10 GOSUB 100   REM  Declare & initialize variables.
20 GOSUB 200   REM  Fetch retransmission data from C.O. dispatcher.
30 GOSUB 300   REM  Verify data, double check back with the dispatcher.
40 IF KYBD$ = "N" OR KYBD$ = "n" THEN GOTO 20  REM  . . . . . The dummy can't type!
50 GOSUB 400   REM  Send data to fire station or communication center.
60 GOSUB 500   REM  Receive the CODE and ROUNDS back from the remote computer.
70 GOSUB 600   REM  Disconnect and alert C.O. dispatcher of the completion of the retransmission task.
99 REM


100 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
101 REM
102 REM   This is the begining of declaring and initializeing variables and data. It will take the program to
103 REM  the phone book first.  It is  declared and initial values as prescribed by the program lines will be
104 REM  inserted  into the  phone book  for program use.  It then takes the program to the  local and global
105 REM  variables  to set  initial program values  as needed.  This may be a  Y/N,  1/0,  or just  clear any
106 REM  set values.
107 REM
108 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
109 REM
110 GOSUB 700     REM  Declare & Initialize  Program Variables
120 GOSUB 800     REM  Declare & Initialize  Phone Book
198 RETURN
199 REM


200 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
201 REM
202 REM     This routine will fetch the retransmission data from the C.O. dispatcher.
203 REM
208 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
209 REM
210 GOSUB  900    REM  Fetch the  alarm code and  number of  retransmission  rounds from the  C.O. dispatcher.
220 GOSUB 1200   REM  Fetch the proper fire station or communications center  code from the  C.O. dispatcher.
298 RETURN
299 REM
```

```
300 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
301 REM
302 REM    This routine will double check with the C.O. dispatcher that the correct information for the fire
303 REM  alarm retransmission has been entered into the computer before trying to call the data in.
304 REM
308 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
309 REM
310 GOSUB 1300    REM    This routine calls the quiz to the C.O. dispatcher to query that person as the the
311 REM                 data being sent to the fire station or fire communication center.
398 RETURN
399 REM


400 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
401 REM
402 REM    This routine will connect with the modem and then the fire station or fire communication center to
403 REM  send data on the retransmission system.  If there are any problems with communications then this is
404 REM  where they will start to show up and warn the C.O. dispatcher if they become fatal.
405 REM
408 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
409 REM
410 GOSUB 1500    REM  First goes to the modem connect routine.
420 GOSUB 2100    REM  Calls the fire station or communication center and verifies connection.
430 GOSUB 2300    REM  Transmit the data to the fire station or communication center.
498 RETURN
499 REM


500 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
501 REM
502 REM    This routine collects the acknowledge data (CODE & ROUNDS) back from the remote computer.  This is
503 REM  then displayed on the terminal computer's display screen whereupon the C.O. dispatcher will read and
504 REM  verify that the data is correct before turning off the computer.  The C.O. dispatcher will be called
505 REM  by the music routine 15000.
506 REM
508 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
509 REM
510 CLS
520 LET XY = 80
530 FOR RXCNTR = 1 TO ROUNDS
540 GOSUB 1100    REM  Receive data  from the remote  fire communication center retransmission computer via the
541 REM                RS232C serial port on the local terminal computer.
550 LET SCRN$ = INDAT$
560 GOSUB 1000    REM  Print incomming data to local terminal computer display screen.
570 NEXT RXCNTR
598 RETURN
599 REM
```

```
600 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
601 REM
602 REM     This routine will hang up the phone and complete disconnection to the fire station or communication
603 REM  center.  It will alert the C.O. dispatcher as to the completion of the retransmission and so display
604 REM  a verification of the number of rounds and fire alarm code sent on the LCD display.
605 REM
608 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
609 REM
610 GOSUB 2400    REM  This  will do nothing but  disconnect the  local C.O. computer from the fire station or
611 REM                communication center and ring off.
620 GOSUB 2500    REM  This will finally  alert the  C.O. dispatcher as to the completion of the
621 REM                retransmission and the display will be showing the code and rounds sent.  The C.O.
622 REM                dispatcher will then turn off the computer and that will be the end of the
623 REM                retransmission task.  The system will be ready for the next retransmission job.
698 RETURN
699 REM


700 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
701 REM
702 REM     Declare and Initialize  Variables
703 REM
704 REM
705 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
706 REM
710 CLS                                  REM  Clears the computer display screen.
720 CLEAR                                REM  Clears all the program variables.
730 MAXFILES = 2                         REM  Sets I/O files available to 2.
740 DIM FIRE$(10)                        REM  Declares the array for the fire communication center ID#'s.
750 OPEN "COM:38N1D" FOR INPUT AS 2      REM  Declares the input file and port.
760 OPEN "COM:38N1D" FOR OUTPUT AS 1     REM  Declares the output file and port.
798 RETURN
799 REM


800 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
801 REM
802 REM     Initialize  the  phone  book
803 REM
804 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
809 REM
810 LET FIRE$(0) = "San Rafael"
820 LET FIRE$(1) = "River View"
898 RETURN
899 REM
```

```
900 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
901 REM
902 REM     This is the Fetch routine for the Code and Rounds of the retransmission.
903 REM
904 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
909 REM
910 CLS
920 LET XY = 0
930 LET SCRN$ = "     ENTER RE-Transmission  CODE and"
940 GOSUB 1000   REM  Sends XY and SCRN$ data to the computer display screen.
950 LET SCRN$ = "     how many  ROUNDS?"
960 GOSUB 1000
970 LET SCRN$ = "     Use the following format for input;"
980 GOSUB 1000
990 LET SCRN$ = "     CODE #       <ENTER>"
991 GOSUB 1000
992 LET SCRN$ = "     # of ROUNDS <ENTER>"
993 GOSUB 1000
994 GOSUB 1100
995 LET CODE = KYBD
996 GOSUB 1100
997 LET ROUNDS = KYBD
998 RETURN
999 REM
```

```
1000 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
1001 REM
1002 REM     This routine is for printing data onto the computer display screen.
1003 REM
1008 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
1009 REM
1010 PRINT @XY, SCRN$
1020 LET XY = XY + 40  REM  This increments the line so that new screen data doesn't clobber old screen data.
1098 RETURN
1099 REM
```

```
1100 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
1101 REM
1102 REM       This is the keyboard input routine.  This only can get numerical data from the keyboard.
1103 REM
1104 REM
1105 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
1109 REM
1110 INPUT KYBD
1198 RETURN
1199 REM
```

```
1200 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
1201 REM
1202 REM    This lists to the user the callable fire communication centers for the user to select the
1203 REM    appropriate fire station to send the code and number of rounds to for a retransmission.
1204 REM
1208 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
1209 REM
1210 CLS
1220 LET XY = 80
1230 LET SCRN$ = "    Which fire communication center shall I call?"
1240 GOSUB 1000  REM  Send SCRN$ data to computer display screen.
1250 LET SCRN$ = ""
1260 GOSUB 1000
1270 LET SCRN$ = "Enter  0  for San Rafael"
1280 GOSUB 1000
1290 LET SCRN$ = "Enter  1  for River View"
1291 GOSUB 1000
1292 GOSUB 1100  REM  Input KYBD from C.O. dispatcher.  A selection of  0 to 9.
1293 LET STA = KYBD
1294 LET STA$ = CHR$(STA)
1295 IF STA < 0  OR STA > 9 THEN GOTO 1200
1296 LET CENTER$ = FIRE(STA)
1298 RETURN
1299 REM
```

```
1300 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
1301 REM
1302 REM    This is to quiz the C.O. dispatcher to verify the data is correct before dialing out to any of the
1303 REM  fire stations or communication centers and sending incorrect data.
1304 REM
1305 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
1306 REM
1310 CLS
1320 LET XY = 0
1330 LET SCRN = CODE
1340 LET SCRN$ = "   CODE is "
1350 GOSUB 1000  REM  Sends the XY position and SCRN$ data to the computer display screen.
1360 LET SCRN = ROUNDS
1370 LET SCRN$ = "    Number of ROUNDS is "
1380 GOSUB 1000
1390 LET SCRN$ = "Fire communication center is ";CENTER$
1391 GOSUB 1000
1392 LET SCRN$ = "Is this information correct? Y/N? "
1393 GOSUB 1400  REM  Get the Y/N response from the C.O. dispatcher.  Is the inform
1398 RETURN
1399 REM
```

```
1400 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
1401 REM
1402 REM     This is the other keyboard input routine.  This only can get alphanumeric data from the keyboard.
1403 REM
1408 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
1409 REM
1410 INPUT KYBD$
1498 RETURN
1499 REM

1500 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
1501 REM
1502 REM     This routine will make the initial connection with the modem first.
1503 REM
1504 REM
1508 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
1509 REM
1510 LET OUTDAT = 17  REM  ^Q to alert the modem.
1520 GOSUB 1600
1530 LET OUTDAT = 13  REM  ^M to enter the ^Q.
1540 GOSUB 1600
1550 GOSUB 1800   REM    This calls the subroutine which the  RS232C  serial communications  port to  receive
1551 REM                the INDAT$ data from the modem.
1560 IF MID$(INDAT$,2,10) >< "Modem Ready" THEN GOSUB 1900
1598 RETURN
1599 REM

1600 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
1601 REM
1602 REM     This is the port output routine which mixes both ascii alphanumerics and numerics to do modem contro
1603 REM
1608 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
1609 REM
1610 PRINT #1, CHR$(OUTDAT)
1698 RETURN
1699 REM

1700 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
1701 REM
1702 REM     This routine is to output numerical data to the terminal computer  RS232C serial port for external
1703 REM  communications to the modem and remote computer at the emergency communication center.
1704 REM
1708 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
1709 REM
1710 PRINT #1, OUTDAT
1798 RETURN
1799 REM
```

```
1800 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
1801 REM
1802 REM     This routine collects ascii data from the port coming from the modem or remote retransmission
1803 REM  receiver.
1804 REM
1805 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
1809 REM
1810 INPUT #2, INDAT$
1898 RETURN
1899 REM


1900 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
1901 REM
1902 REM     This is the error/recovery sub-routine for when the modem is messed up.  It has the operator cycle
1903 REM  power on the modem and computer to be sure glitches are cleared.  Under normal power conditions this
1904 REM  routine will never be used.  It is here to correct for abnormal power fluctuations and operations.
1905 REM
1908 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
1909 REM
1910 CLS  REM  To clear the computer screen for the following display data.
1920 LET XY = 0
1930 LET SCRN$ = "  Please power  the modem  OFF then ON"
1940 GOSUB 1000   REM  This sends the XY position and SCRN$ data to the computer display screen.
1950 LET SCRN$ = "Then power  this computer  OFF then ON"
1960 GOSUB 1000
1970 LET ACK$ = INKEY$
1980 IF ACK$ = "" THEN GOTO 1970
1990 GOSUB 600  REM . . . . . ABNORMAL  EXIT
1998 RETURN
1999 REM


2000 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
2001 REM
2002 REM     This routine is the BEEPER which announces the completion of a retransmission auraly.
2003 REM
2008 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
2009 REM
2010 FOR I = 9 TO 19 STEP 5
2020 FOR J = 19 TO 9 STEP -5
2030 SOUND I * 499,5
2040 SOUND 500,5
2050 SOUND J * 499,5
2060 NEXT J
2070 NEXT I
2080 LET ACK$ = INKEY$
2090 IF ACK$ = "" THEN GOTO 2000
2098 RETURN
2099 REM
```

```
2100 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
2101 REM
2102 REM     This routine is to connect with the remote emergency communication centers retransmission computer
2103 REM  This will be sure, and have, the complete and correct menu sent by the remote system so that the
2104 REM  retransmission data gets into the right place of the receiving computer program.
2105 REM
2108 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
2109 REM
2110 LET OUTDAT$ = "DS" + STA$
2120 GOSUB 1600   REM  To send ascii data to the modem to dial the phone.
2130 GOSUB 1800   REM  In search of an  'Online'  from the modem.
2140 LET CNTR = CNTR + 1
2150 IF CNTR => 49 THEN GOSUB 2200
2160 IF MID$(INDAT$,2,7) >< "On line" THEN GOTO 2130
2170 LET OUTDAT$ = ""
2180 GOSUB 2700
2190 GOSUB 1800  REM  In search of retransmission menu.
2191 LET CRCNT = CRCNT + 1            REM    This is the  test for a  incorrect  or no logon  caused by  faulty
2192 IF CRCNT => 9 THEN GOSUB 2200   REM   emergency communications center retransmission equipment.
2193 IF MID$(INDAT$,5,5) >< "Enter" THEN GOTO 2150
2198 RETURN
2199 REM
```

```
2200 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
2201 REM
2202 REM     This is the error/recovery sub-routine for when the remote  fire communication centers computer is
2203 REM  messed up.  It tells the C.O. dispatcher to contact  service and have the  remote system checked out
2204 REM  to insure it is intact.  If it is then it needs to be reset by powering down and up the  components,
2205 REM  and then run the program at the fire communications center again.
2207 REM
2208 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
2209 REM
2210 CLS
2220 LET XY = 80
2230 LET SCRN$ = "   Please contact service to go to the"
2240 GOSUB 1000   REM  This sends the XY position of SCRN$ data to the computer display screen.
2250 LET SCRN$ = "emergency communications center and"
2260 GOSUB 1000
2270 LET SCRN$ = "reset the retransmission system."
2280 GOSUB 1000
2290 LET ACK$ = INKEY$
2291 GOSUB 2000   REM  BEEP  BEEP  BEEP  BEEP  BEEP  BEEP  BEEP
2292 IF ACK$ = "" THEN GOTO 2290
2293 GOSUB 600  REM  . . . . . ABNORMAL  EXIT
2298 RETURN
2299 REM
```

```
2300 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
2301 REM
2302 REM     This routine will send the data to the remote computer at the fire communications center.
2303 REM
2308 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
2309 REM
2310 LET OUTDAT = CODE
2320 GOSUB 1700    REM  Transmit numerical data.
2330 LET OUTDAT$ = ""
2340 GOSUB 2700
2350 LET OUTDAT = ROUNDS
2360 GOSUB 1700
2370 LET OUTDAT$ = ""
2380 GOSUB 2700
2398 RETURN
2399 REM


2400 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
2401 REM
2402 REM     This routine will make the disconnect with the remote computer and  "ring-off"  leaving this local
2403 REM  system the only thing still running in the whole retransmission system.
2404 REM
2408 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
2409 REM
2410 LET OUTDAT = 20  REM  This is a  ^T  this is the CTS modem ring-off character.
2420 GOSUB 1600    REM  Transmit the OUTDAT to the RS232C serial port, to the modem.
2430 LET OUTDAT = 20
2440 GOSUB 1600
2498 RETURN
2499 REM


2500 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
2501 REM
2502 REM     This routine is to alert the C.O. dispatcher to the fact that the  retransmission is  complete and
2503 REM  that the C.O. dispatcher should come back to the terminal computer and verify once again the
2504 REM  retransmission data sent, then power off the system readying it for the next alarm.
2505 REM
2508 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
2509 REM
2510 GOSUB 2000    REM  Start the annunciator to alert the C.O. dispatcher.
2598 RETURN
2599 REM
```

```
2600 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
2601 REM
2602 REM    This is the ending exit routine.   At the completion of a  retransmission the  screen will display
2603 REM  the message for the C.O. dispatcher to just "power off" the computer so the  system is ready for the
2604 REM  next retransmission.  This routine simply  "ENDS"  the program.
2607 REM
2608 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
2609 REM
2610 END  REM  . . .
```

```
10 GOSUB 110
20 GOSUB 200
30 GOSUB 300
40 IF KYBD$ = "N" OR KYBD$ = "n" THEN GOTO 20
50 GOSUB 400
60 GOSUB 500
70 GOSUB 600


110 GOSUB 700
120 GOSUB 800
198 RETURN


210 GOSUB 900
220 GOSUB 1200
298 RETURN


310 GOSUB 1300
398 RETURN


410 GOSUB 1500
420 GOSUB 2100
430 GOSUB 2300
498 RETURN


510 CLS
520 LET XY = 80
530 FOR RXCNTR = 1 TO ROUNDS
540 GOSUB 1100
550 LET SCRN$ = INDAT$
560 GOSUB 1000
570 NEXT RXCNTR
598 RETURN


610 GOSUB 2400
620 GOSUB 2500
698 RETURN
```

```
710 CLS
720 CLEAR
730 MAXFILES = 2
740 DIM FIRE$(10)
750 OPEN "COM:38N1D" FOR INPUT AS 2
760 OPEN "COM:38N1D" FOR OUTPUT AS 1
798 RETURN

810 LET FIRE$(0) = "San Rafael"
820 LET FIRE$(1) = "River View"
898 RETURN

910 CLS
920 LET XY = 0
930 LET SCRN$ = "     ENTER RE-Transmission  CODE and"
940 GOSUB 1000
950 LET SCRN$ = "     how many  ROUNDS?"
960 GOSUB 1000
970 LET SCRN$ = "     Use the following format for input;"
980 GOSUB 1000
990 LET SCRN$ = "     CODE #       <ENTER>"
991 GOSUB 1000
992 LET SCRN$ = "     # of ROUNDS <ENTER>"
993 GOSUB 1000
994 GOSUB 1100
995 LET CODE = KYBD
996 GOSUB 1100
997 LET ROUNDS = KYBD
998 RETURN

1010 PRINT @XY, SCRN$
1020 LET XY = XY + 40
1098 RETURN

1110 INPUT KYBD
1198 RETURN
```

```
1210 CLS
1220 LET XY = 80
1230 LET SCRN$ = "     Which fire communicatin center shall I call?"
1240 GOSUB 1000
1250 LET SCRN$ = ""
1260 GOSUB 1000
1270 LET SCRN$ = "Enter  0  for San Rafael"
1280 GOSUB 1000
1290 LET SCRN$ = "Enter  1  for River View"
1291 GOSUB 1000
1292 GOSUB 1100
1293 LET STA = KYBD
1294 LET STA$ = CHR$(STA)
1295 IF STA < 0 OR STA > 9 THEN GOTO 1200
1296 LET CENTER4 = FIRE(STA)
1298 RETURN


1310 CLS
1320 LET XY = 0
1330 LET SCRN = CODE
1340 LET SCRN$ = "     CODE is "
1350 GOSUB 1000
1360 LET SCRN = ROUNDS
1370 LET SCRN$ = "     Number of ROUNDS is "
1380 GOSUB 1000
1390 LET SCRN$ = "Emergency communications Center is ";CENTER$
1391 GOSUB 1000
1392 LET SCRN$ = "Is this information correct? Y/N? "
1393 GOSUB 1400
1398 RETURN


1410 INPUT KYBD$
1498 RETURN


1510 LET OUTDAT = 17
1520 GOSUB 1600
1530 LET OUTDAT = 13
1540 GOSUB 1600
1550 GOSUB 1800
1560 IF MID$(INDAT$,2,10) >< "Modem Ready" THEN GOSUB 1900
1598 RETURN


1610 PRINT #1, CHR$(OUTDAT)
1698 RETURN
```

```
1710 PRINT #1, OUTDAT
1798 RETURN

1810 INPUT #2, INDAT$
1898 RETURN

1910 CLS
1920 LET XY = 0
1930 LET SCRN$ "     Please power the modem  OFF then ON"
1940 GOSUB 1000
1950 LET SCRN$ = "Then power  this computer  OFF then ON"
1960 GOSUB 1000
1970 LET ACK$ = INKEY$
1980 IF ACK$ = "" THEN GOTO 1970
1990 GOSUB 600
1998 RETURN

2010 FOR I = 9 TO 19 STEP 5
2020 FOR J = 19 TO 9 STEP -5
2030 SOUND I * 499,5
2040 SOUND 500,5
2050 SOUND J * 499,5
2060 NEXT J
2070 NEXT I
2080 LET ACK$ = INKEY$
2090 IF ACK$ = "" THEN GOTO 2010
2098 RETURN

2110 LET OUTDAT$ = "DS" + STA$
2120 GOSUB 1600
2130 GOSUB 1800
2140 LET CNTR = CNTR + 1
2150 IF CNTR => 49 THEN GOSUB 2200
2160 IF MID$(INDAT$,2,7) >< "On Line" THEN GOTO 2130
2170 LET OUTDAT$ = ""
2180 GOSUB 2700
2190 GOSUB 1800
2191 LET CRCNT = CRCNT + 1
2192 IF CRCNT => 9 THEN GOSUB 600
2193 IF MID$(INDAT$,5,5) >< "Enter" THEN GOTO 600
2198 RETURN
```

```
2210 CLS
2220 LET XY = 80
2230 LET SCRN$ = "     Please contact service to go to the"
2240 GOSUB 1000
2250 LET SCRN$ = "emergency communications center and"
2260 GOSUB 1000
2270 LET SCRN$ = "reset the retransmission system."
2280 GOSUB 1000
2290 LET ACK$ = INKEY$
2291 GOSUB 2000
2292 IF ACK$ = "" THEN GOTO 2290
2293 GOSUB 600
2298 RETURN


2310 LET OUTDAT = CODE
2320 GOSUB 1700
2330 LET OUTDAT$ = ""
2340 GOSUB 2700
2350 LET OUTDAT = ROUNDS
2360 GOSUB 1700
2370 LET OUTDAT$ = ""
2380 GOSUB 2700
2398 RETURN


2410 LET OUTDAT = 20
2420 GOSUB 1600
2430 LET OUTDAT = 20
2440 GOSUB 1600
2498 RETURN


2510 GOSUB 2000
2598 RETURN


2610 END


2710 PRINT #1, OUTDAT$
2798 RETURN
```

This is the HELP document for the gamewell retransmission system.

by Walt Perko for Day Alarm Co. 1986

At the FIRE STATION

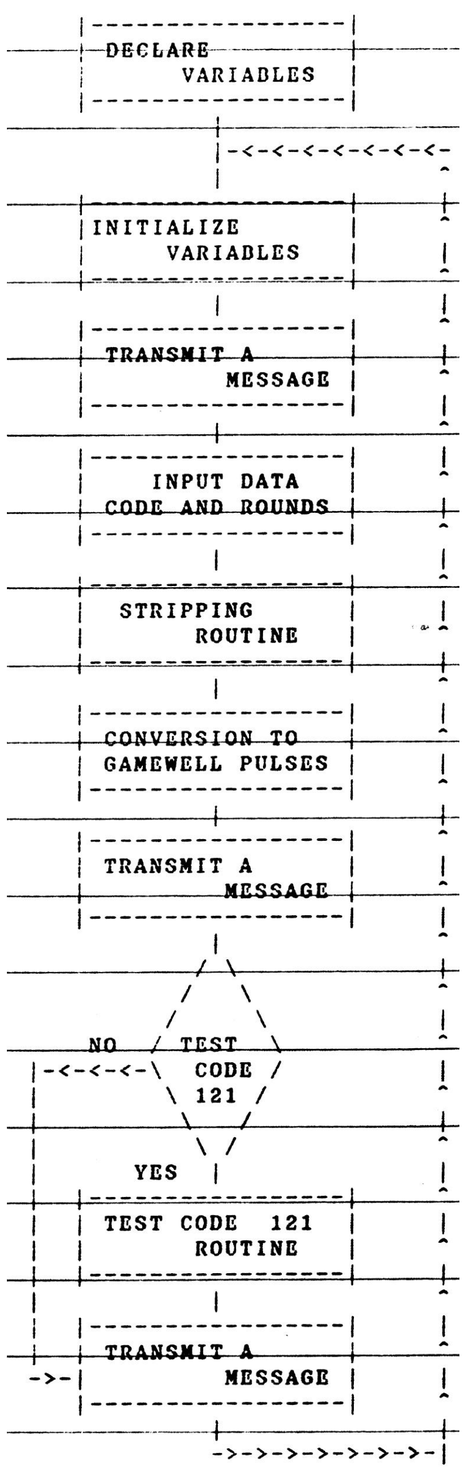
When the computer is first turned on it must come up in the main menu section to be started and run by the technician. If it doesn't look that way then go to the PROBLEMS SECTION at the end of this document.

After the machine is powered up you should see;

```
May 06,1986 Tue. 08:54:46  (C)Microsoft
BASIC      TEXT              TELCOM     ADDRESS
SCHEDL     FLOW.DO   ADRS.DO    MODEM.DO
RECEIV.DO  HELP.DO   RECEIV.BA  -.-
-.-        -.-       -.-        -.-
-.-        -.-       -.-        -.-
-.-        -.-       -.-        -.-
Select:
                4509 Bytes free
```

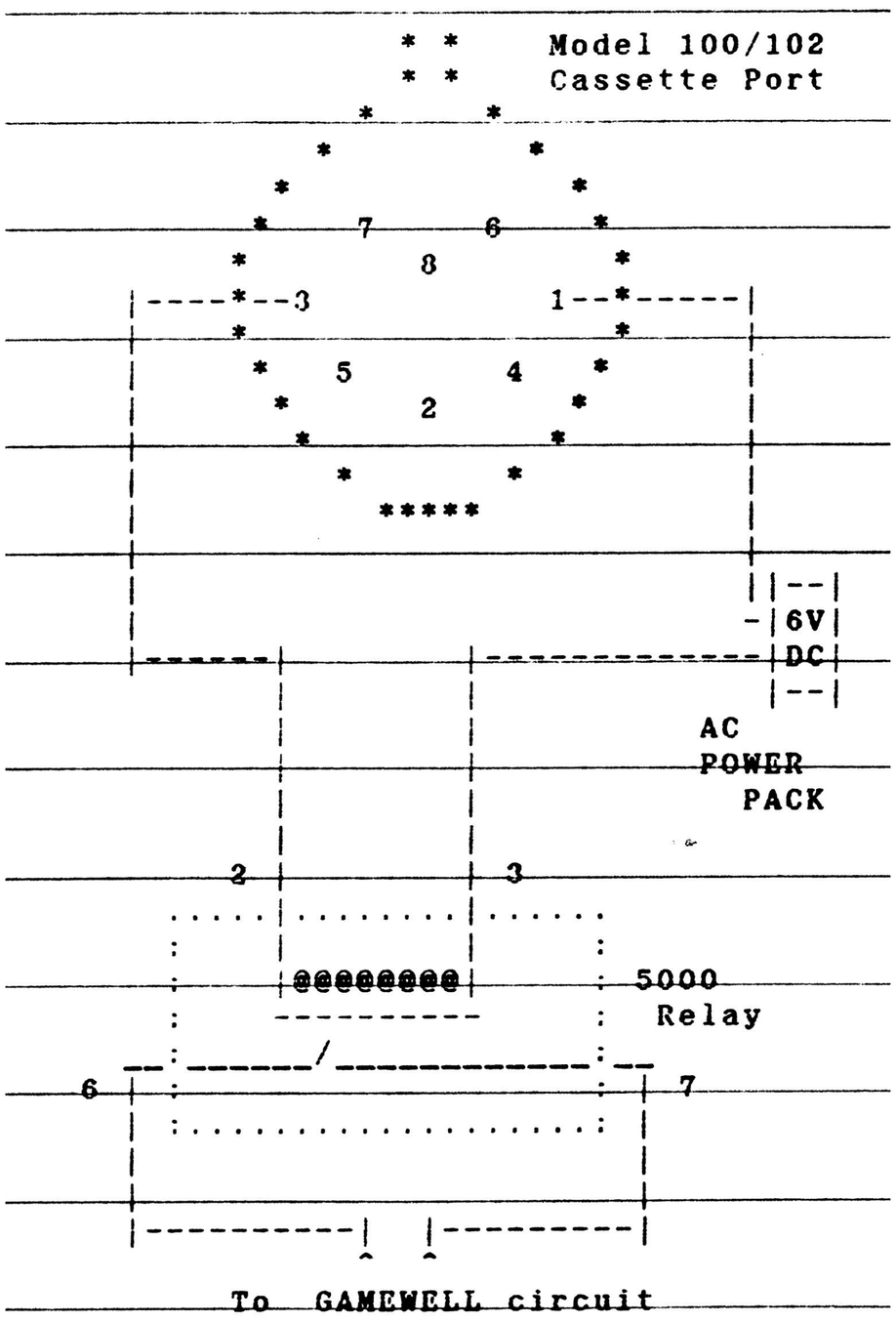
By using the courser control keys in the upper right corner of the keyboard the technician will position the cursor over the correct program name (RECEIV.BA). Then the technician will press the ENTER key and the program is now running.

GAMEWELL RECEIVER PROGRAM
FLOW CHART
by Walt Perko
for DAY ALARM COMPANY
February 1986



F I R E R E T R A N S M I S S I O N

I N T E R F A C E



At the CENTRAL STATION

When the computer is first turned on it must come up in the main menu section to be started and run by the operator. If it doesn't look that way then go to the problems section at the end of this document.

After the machine is powered up you should see;

```
May 06,1986 Tue. 08:54:46  (C)Microsoft
BASIC      TEXT              TELCOM     ADDRESS
SCHEDL     FLOW.DO    ADRS.DO    MODEM.DO
RECEIV.DO  HELP.DO    RECEIV.DA  -.-
-.-        -.-        -.-        -.-
-.-        -.-        -.-        -.-
-.-        -.-        -.-        -.-
Select:
                4509 Bytes free
```

By using the courser control keys in the upper right corner of the key-board the operator will position the cursor over the correct program name (TELCOM). Then the operator will press the ENTER key and the program is now running. The operator will then see the following on the screen;

```
M8N1D,10 pps
Telecom:

Find Call Stat Term                    Menu
```

If the bottom line with the function key labels Find, Call, Stat, & Term doesn't show then press the function key named LABEL.

The operator will then press the F1 Find function key to Find the correct Fire Station number,

Type in at least one (1) character of the appropriate Fire Station name,

Lift the receiver of their telephone,

Listen for the dial tone,

Press the F2 Call function key to Call the number in the display.

When the high pitched tone is heard in the telephone receiver then the operator must press the F4 Term function key to connect the two computers.

The operator then presses the ENTER key twice to initiate communication.

The rest of the operation will then be controled by the Fire Station computer prompting the operator for the appropriate information.

P R O B L E M S S E C T I O N

If when the computer is turned on and there is something other than the main menu on the screen the operator/technician must then;

Hold the SHIFT key while Pressing the BREAK/PAUSE function key just above the 9 & 0 keys.

Then press the F8 function key just above the 6 key.

If that doesn't work then cycle the power switch OFF and ON once or twice slowly and try again.

TELECOM MODE PROBLEMS

When in Telecom the operator may experience difficulties due to almost any cause. If the machine does not show the M8N1D,10 pps then the operator must press the Stat function key F3. Then type in the M8N1D and ENTER. This will then set the modem mode correctly for the machine.

If the phone number or Fire Station needed isn't in the machine then the operator must edit the file ADRS.DO. To do this the operator must while in the main menu place the coursor over the file ADRS.DO and then hit the ENTER key. This will put the machine in the edit mode of that particular file. Then the operator must use the courser keys to manouver through the data and enter the proper data from the keyboard. A more detailed instruction to this process is found in the TRS-80 MODEL 100 PORTABLE COMPUTER operators handbook.

```
1000 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
1010 REM
1020 REM     GAMEWELL  RECEIVER  PROGRAM
1030 REM
1040 REM      B A Y     A L A R M     C O .
1050 REM
1060 REM     by  Walt Perko
1070 REM                        February 1986
1080 REM                                                        28/10/86
1090 REM
2000 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
2010 REM
2020 REM     Declare  and  Initialize
2030 REM
2040 REM        V A R I A B L E S
2050 REM
2060      ONERR GOTO 1000
2070      CLS
2080      MOTOR OFF
2090      DIM DIGIT$(14)
2100      MAXFILES = 2
2110      CLEAR
2120 REM
3000 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
3010 REM
3020 REM     Communications
3030 REM
3040 REM           begins  here.
3050 REM
3060 REM
3070      OPEN "COM:38N1D" FOR OUTPUT AS 1
3080 REM
3090      OPEN "COM:38N1D" FOR INPUT AS 2
3100 REM
4000 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
4010 REM
4020 REM            Data  Input  Routine
4030 REM
4040 REM
4050 REM
4060      INPUT #2, A$
4070      PRINT #1, CHR$(12)
4080 REM
4090 REM
```

```
4100      PRINT #1, "  Enter  RE-Transmission  CODE  and                    how many  ROUNDS?"
4110 REM
4120 REM
4130      PRINT #1, "  Use the following format for input;"
4140 REM
4150 REM
4160      PRINT #1, "          CODE # <RETURN> <RETURN>          # of ROUNDS  <RETURN> <RETURN>"
4170      INPUT #2,A$
4180      INPUT #2,ACCT$
4190      IF VAL(ACCT$) > 9999 THEN GOTO 4070
4210      PRINT #1, CHR$(13)
4220      INPUT #2,A$,RETX
4230      IF RETX > 9 THEN GOTO 4070
4240      PRINT #1, CHR$(13)
4250      IF LEN(ACCT$) > 4 THEN GOTO 4070
4260 REM
5000 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
5010 REM
5020 REM     Stripping  Routine
5030 REM
5040 REM
5050 REM
5060      LET ACCTNUM = VAL(ACCT$)
5070 REM
5080      LET SIZE = LEN(ACCT$)
5090 REM
5100      FOR I = 0 TO (SIZE - 1)
5110 REM
5120          LET DIGIT$(I) = MID$(ACCT$,(I + 1),1)
5130 REM
5140      NEXT I
5150 REM
6000 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
6010 REM
6020 REM  Convert  and  Transmit
6030 REM
6040 REM     GAMEWELL  Pulse's
6050 REM
6060      FOR I = 0 TO (SIZE - 1)
6070      IF VAL(DIGIT$(I)) = 0 THEN GOTO 6220
6080          FOR J = 1 TO VAL(DIGIT$(I))
6090 REM
```

```
6100 ---------- FOR PAUSE = 0 TO 49 : NEXT PAUSE ----------
6110 REM
6120                MOTOR ON
6130 REM ----------------------------------------------------------
6140             FOR PAUSE = 0 TO 49 : NEXT PAUSE
6150 REM
6160                MOTOR OFF ----------------------------------
6170 REM
6180             FOR PAUSE = 0 TO 49 : NEXT PAUSE
6190 REM ----------------------------------------------------------
6200           NEXT J
6210 REM
6220 ------- FOR PAUSE = 0 TO 399 : NEXT PAUSE ----------------
6230 REM
6240       NEXT I
6250 REM ----------------------------------------------------------
7000 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
7010 REM
7020 REM  Acknowledge back to Central Station ----------------------
7030 REM  of each  CODE  and  ROUND  number
7040 REM    verifying it is being sent.
7050 REM ----------------------------------------------------------
7060 REM
7070 REM
7090 REM ----------------------------------------------------------
7100       LET ROUND = ROUND + 1
7110       PRINT #1, "    ROUND ";ROUND;" of  CODE ";ACCT$
8000 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
8010 REM
8020 REM  Test for completion of the
8030 REM ----------------------------------------------------------
8040 REM  number of  ROUNDS  sent.
8050 REM
8060 REM ----------------------------------------------------------
8070 REM
8080 REM
8090 REM ----------------------------------------------------------
8100       LET RETX = RETX - 1
8110       IF RETX <= 0 THEN GOTO 9000
8120       FOR PAUSE = 0 TO 699 : NEXT PAUSE ---------------------
8130       GOTO 6000
8140 REM
```

```
9000 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
9010 REM
9020 REM  Retransmission has been completed
9030 REM
9040 REM  now HANG-UP the phone and all the
9050 REM
9060 REM  vairables must be cleared to wait
9070 REM
9080 REM  for the next    Fire  Alarm.
9090 REM
9100      CLOSE 1,2
9101 REM
9110      CLEAR
9120      GOTO 1000
9130 REM
10000 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
10020 REM  This is a never ending program
10030 REM
10040 REM  that awaits for FIRE ALARM's
10050 REM
10060 REM  from the Bay Alarm Company's
10070 REM
10080 REM C E N T R A L    S T A T I O N
10090 REM
10100 REM ** ** ** ** ** ** ** **  ** ** ** ** ** ** ** ** ** ** ** ** ** **
```

```
1000 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
1010 REM
1020 REM     GAMEWELL  RECEIVER  PROGRAM
1030 REM ------------------------------------------------------------------
1040 REM      B A Y     A L A R M     C O .
1050 REM
1060 REM ------by  Walt Perko-------------------------------------------------
1070 REM                          February 1986
1080 REM                                                          21/11/86
1090 REM ------------------------------------------------------------------
2000 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
2010 REM
2020 REM ------Declare  and  Initialize-------------------------------------
2030 REM
2040 REM        V A R I A B L E S
2050 REM ------------------------------------------------------------------
2060      ONERR GOTO 1000
2070      CLS
2080 ------MOTOR OFF-------------------------------------------------------
2090      DIM DIGIT$(14)
2100      MAXFILES = 2
2110 ------CLEAR-------------------------------------------------------------
2120 REM
3000 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
3010 REM ------------------------------------------------------------------
3020 REM     Communications
3030 REM
3040 REM ------------begins  here.-------------------------------------------
3050 REM
3060 REM
3070 ------OPEN "COM:38N1D" FOR OUTPUT AS 1-----------------------------------
3080 REM
3090      OPEN "COM:38N1D" FOR INPUT AS 2
3100 REM ------------------------------------------------------------------
4000 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
4010 REM
4020 REM ------------Data  Input  Routine-----------------------------------
4030 REM
4040 REM
4050 REM ------------------------------------------------------------------
4060      INPUT #2, A$
4070      PRINT #1, CHR$(12)
4080 REM ------------------------------------------------------------------
4090 REM
```

```
4100      PRINT #1, "  Enter  RE-Transmission  CODE  and                    how
many  ROUNDS?"
4110 REM
4120 REM
4130      PRINT #1, "  Use the following format for input;"
4140 REM
4150 REM
4160      PRINT #1, "          CODE # <RETURN> <RETURN>          # of ROUNDS
<RETURN> <RETURN>"
4170      INPUT #2,A$
4180      INPUT #2,ACCT$
4190      IF VAL(ACCT$) > 9999 THEN GOTO 4070
4210      PRINT #1, CHR$(13)
4220      INPUT #2,A$,RETX
4230      IF RETX > 9 THEN GOTO 4070
4240      PRINT #1, CHR$(13)
4250      IF LEN(ACCT$) > 4 THEN GOTO 4070
4255      LET TX = RETX
4260 REM
5000 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
5010 REM
5020 REM    Stripping  Routine
5030 REM
5040 REM
5050 REM
5060      LET ACCTNUM = VAL(ACCT$)
5070 REM
5080      LET SIZE = LEN(ACCT$)
5090 REM
5100      FOR I = 0 TO (SIZE - 1)
5110 REM
5120          LET DIGIT$(I) = MID$(ACCT$,(I + 1),1)
5130 REM
5140      NEXT I
5150 REM
6000 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
6010 REM
6020 REM  Convert  and  Transmit
6030 REM
6040 REM    GAMEWELL  Pulse's
6050 REM
6060      FOR I = 0 TO (SIZE - 1)
6070      IF VAL(DIGIT$(I)) = 0 THEN GOTO 6220
6080          FOR J = 1 TO VAL(DIGIT$(I))
6090 REM
```

```
6100            FOR PAUSE = 0 TO 49 : NEXT PAUSE
6110 REM
6120                MOTOR ON
6130 REM
6140            FOR PAUSE = 0 TO 49 : NEXT PAUSE
6150 REM
6160                MOTOR OFF
6170 REM
6180            FOR PAUSE = 0 TO 49 : NEXT PAUSE
6190 REM
6200          NEXT J
6210 REM
6220        FOR PAUSE = 0 TO 399 : NEXT PAUSE
6230 REM
6240        NEXT I
6250 REM
7000 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
7010 REM
7020 REM  Acknowledge back to Central Station
7030 REM  of each  CODE  and  ROUND  number
7040 REM    verifying it is being sent.
7050 REM
7060 REM
7070 REM
7090 REM
7100        LET ROUND = ROUND + 1
7110        PRINT #1, "    ROUND ";ROUND;" of  CODE ";ACCT$
8000 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
8010 REM
8020 REM  Test for completion of the
8030 REM
8040 REM  number of  ROUNDS  sent.
8050 REM
8060 REM
8070 REM
8080 REM
8090 REM
8100        LET RETX = RETX - 1
8110        IF RETX <= 0 THEN GOTO 9000
8120        FOR PAUSE = 0 TO 699 : NEXT PAUSE
8130        GOTO 6000
8140 REM
```

```
9000 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
9010 REM
9020 REM     FIRE STATION  acknowledges
9030 REM
9040 REM        the re-transmission.
9050 REM
9060         LET TME$ = MID$(TIME$,4,2)
9100         LET A$ = INKEY$
9110         IF A$ <> CHR$(13) THEN GOTO 12000
9120         PRINT #1, CHR$(12)
9130         PRINT #1, CHR$(13)
9140         PRINT #1, CHR$(13)
9150         PRINT #1, "    San Rafael Fire Station  received          ";TX;"
rounds of code  ";ACCT$;"."
9160 REM
9170 REM
9180 REM
10000 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
10010 REM
10020 REM  Retransmission has been completed
10030 REM
10040 REM  now HANG-UP the phone and all the
10050 REM
10060 REM  vairables must be cleared to wait
10070 REM
10080 REM  for the next    Fire  Alarm.
10090 REM
10100      CLOSE 1,2
10101 REM
10110      CLEAR
10120      GOTO 1000
10130 REM
11000 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
11020 REM  This is a never ending program
11030 REM
11040 REM  that awaits for FIRE ALARM's
11050 REM
11060 REM  from the Bay Alarm Company's
11070 REM
11080 REM C E N T R A L    S T A T I O N
11090 REM
```

```
12000 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
12010 REM
12020 REM
12030 REM     This is the TIME-OUT routine
12040 REM     incase the FIRE STATION doesn't
12050 REM     send an acknowledgement.  This
12060 REM     could be either negligence or
12070 REM     system failure.  This routine
12080 REM     will always release the program
12090 REM     back to restart and ready to
12100 REM     receive the next call.
12110 REM
12120         LET TME  = VAL(TME$) + 2
12130         LET TYM$ = MID$(TIME$,4,2)
12140         LET TYM  = VAL(TYM$)
12150         IF TME   > TYM THEN GOTO 9100
12160         PRINT #1, "     NO ACKNOWLEDGEMENT WAS SENT"
12170         GOTO 10000
12180 REM
12190 REM
12200 REM ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
```